



JEFFERSON CITY PARKS AND RECREATION YOUTH SOFTBALL 2015

YOUTH SOFTBALL IMPORTANT DATES

Games begin the week of May 26

LEAGUE GAME SCHEDULED DAYS

3 rd / 4 th Grade	Mondays	Optimist Sports Complex
5 th -6 th Grade	Thursdays	Optimist Sports Complex
7 th -8 th Grade	Mondays	Optimist Sports Complex
9 th -12 th Grade	Wednesdays	Optimist Sports Complex
<i>(Location subject to change depending on field availability)</i>		

The Jefferson City Parks and Recreation Department has established the following objectives for youth sports programs. It is our hope, our goal, and our responsibility to see that youth sports will be approached by all concerned as programs which will:

1. provide enjoyment for the participants, coaches, and parents;
2. contribute to the mental and emotional growth of the participants;
3. contribute to the physical growth and development of the participants;
4. foster character by teaching participants how to win and how to accept defeat, while continually placing emphasis on fair play and fun;
5. provide an opportunity for parents and children to participate in a common leisure interest;
6. allow all children the right to participate as a child with competent, caring adult leadership and guidance;
7. treat all children with dignity;
8. provide adults with an opportunity to teach children the importance of sportsmanship, mature behavior, and the fun of participation in leisure activity.

ELIGIBILITY

Each manager is responsible for the eligibility of his team's players. Use of an ineligible player shall result in forfeiture of the game(s) involved.

WAITING LIST

Players wishing to register after teams have been selected will be placed on a waiting list in the order in which they register and will be placed on teams in the same order when/if a manager requests an additional player. Managers or parents may not call to find out where on the waiting list a particular person is positioned, but managers may

call to request the next available anonymous person on the list. Once a manager requests a player, he/she will be automatically added to that team's roster. The manager will then notify the player that he/she has been taken off the waiting list and placed on their team and inform them of practice and game schedules. The manager should also inform the player that he/she needs to go to the Parks and Recreation office to pay the appropriate fees before participating.

UNIFORMS/EQUIPMENT

1. Most equipment will be provided by the Parks and Recreation Department. Included equipment will be a catcher's mask, chest protector, shin guards, and 5 batting helmets. All players will receive a matching jersey and visor provided by the Department of Parks and Recreation. PLAYER SHIRTS WILL HAVE NUMBERS SO THAT SCOREKEEPERS CAN PROPERLY KEEP TRACK OF BATTING ORDER WITHOUT KNOWING ALL OF THE PLAYERS' NAMES. We recommend the players consider wearing long pants (personal issue) instead of shorts.
2. Players must provide their own glove.
3. Metal spikes are not permitted.
4. Batters, on deck batters, base runners, and players coaching a base are required to wear an approved protective helmet. It will be the manager's responsibility to make sure all five of the game batting helmets are accounted for. After one warning per team, intentional removal of the helmet while base running will result in the player being called out.
5. Each year, players are injured when struck in the mouth by a softball--we recommend that players consider wearing a mouthpiece during all practices and games.
6. Mandatory catcher's equipment includes a mask, helmet, chest protector, and shin guards. Any player warming up a pitcher must wear a mask.
7. Team managers are responsible for seeing that all of their players are in compliance with the uniform and equipment rules.

SCHEDULING

1. Teams will be scheduled for 8 games.
2. The Department of Parks and Recreation may reschedule canceled games to any day, field, and/or time, if necessary.
3. The Department of Parks and Recreation Hotline, (573)634-6485x4 should be called to determine if games will be played when there is inclement or threatening weather. Decisions will not be made until 4:00 p.m. on games played Monday - Friday. Cancellations of weekend games will be made at least one hour before the first scheduled game of the day. The hotline will be updated throughout the day as needed.

PRACTICES

1. Teams with at least first year NYSCA certified managers/instructors or coaches will be assigned one practice field per week if available, always the same field,

day, and time. Parks and Recreation does not otherwise reserve practice fields.

2. Parks and Recreation is extremely limited in its ability to provide maintenance for practice fields. Managers should not expect game quality practice fields. All concerned must understand that these fields may be suitable for batting practice, throwing, and catching fly balls, but that game quality infields are not provided.

Continued usage of practice ball fields depends largely on how they are cared for. Littering, practicing in non-designated areas (i.e. parking lots), and not reporting or taking responsibility for damaged property are just a few of the complaints that we have received over the years which jeopardizes our chance for continued use of these facilities.

Adults have a wonderful opportunity to teach young people the importance of developing an appreciation and sense of proprietorship for their parks. Please emphasize to your players the importance to taking care of Park Facilities, picking up trash (especially the dugout) when you finish your game and practice, and generally showing a respect for the facilities and equipment provided by the sponsors and Department.

3. No team in the 5th-12th grade league will be permitted to require more than two practices in any Sunday to Saturday period. No team in the 3rd or 4th grade league will be permitted to require more than one practice in any Sunday to Saturday period.

SCORE KEEPING

1. In the 5th-12th grade leagues, the home team will be responsible for keeping the official score.
2. Managers must complete a line-up card and present it to the umpire before each game. These cards will be provided by the umpires or field supervisor.
3. In the 5th-12th grade leagues, managers/instructors should verify with the umpire the number of runs scored and the total number of pitches thrown (for live pitching) in each half-inning. After checking with both teams, the umpire will record the score and pitch count for the half-inning on a score validation card, which is official.
4. Standings are **NOT** kept in the 3rd or 4th grade leagues.

PROTEST PROCEDURE (GRADES 5 through 12 ONLY!)

1. A team wishing to protest a rule interpretation must notify the home plate umpire before the next pitch is thrown that the remainder of the game is being played under protest.
2. The protesting team must file the protest in writing with the Parks and Recreation Office the next business day, accompanied by a \$5.00 protest fee. If the protest is upheld, the \$5.00 fee is refunded. If the protest is rejected, the fee is forfeited. Protests based on the judgment of umpires will not be considered.

COMPLAINTS CONCERNING COACHES

1. If the Department of Parks and Recreation receives a complaint concerning any coach in the program from a parent or guardian of a player on his/her team regarding his/her disregard for the objectives of the program, the coach will be notified by email or phone, detailing the specifics of the allegation(s).
2. The coach involved must then contact the Recreation Program Supervisor to respond to the accusations.
3. The Department of Parks and Recreation will, to the best of its ability, attempt to determine the validity of the allegation by randomly contacting other parents of the team's participants.
4. If it is determined that the coach is in violation of the objectives of the program, his/her involvement with the program will be terminated and revocation of NYSCA certification will be pursued.
5. Decisions may be appealed to the Recreation Committee of the Parks and Recreation Commission.

GENERAL RULES---APPLICABLE TO ALL GRADE LEVELS

1. The Parks and Recreation Commission has designated all park facilities utilized for youth sports as drug, alcohol, and tobacco (of any form) free areas. Your compliance and cooperation are expected.
2. The official playing rules of high school softball as published by the National Federation of State High School Associations will govern play unless mentioned elsewhere in this packet. Rulebooks are available by calling (573) 875-4880 or contacting the MSHSAA, P.O. Box 1328, Columbia, MO 65205.
3. Umpires will be instructed to not permit unsportsmanlike behavior by coaches or players. Coaches or participants may not "officiate" games from the field or bench by yelling calls such as foul or fair, ball or strike, and out or safe. Verbal abuse or harassment of opponents will not be permitted. Players and guests should be taught to encourage teammates rather than criticizing opponents or umpires. Umpires have the authority to confine offenders to the dugout and remove repeat offenders of this provision from the game. Team managers/instructors are ultimately responsible for the conduct of players/coaches/fans.
4. Anyone ejected from a game for unsportsmanlike conduct is suspended from attending that team's next regularly scheduled game (If the next scheduled game is canceled, the suspension would then move to the next game actually played). Their attendance will be cause for forfeiture of that game. Two ejections in one season will be cause for dismissal from the program.
5. *A maximum of four adults will be allowed on the bench with a team during a game.* Only that team's players and a maximum of four adult coaches may be on a team's bench during any game.
6. Game time is forfeit time. If the scheduled game time is delayed due to the previous game, then the new scheduled time will begin at the very moment the extended game ends. **A team must have at least seven players to begin a game.**

7. All leagues will play the continuous batting order rule. All players who have not missed practice and have not been a discipline problem will bat in a continuous order throughout the game. If a player being benched is the result of his/her actions, please notify and explain the situation to the umpires(s) and opposing manager before the game (or if the incident happens during the game notify the aforementioned parties then). Managers should thoroughly explain team rules and consequences to team participants and parents in their pre-season meeting.
8. All players who have not missed practice or been a discipline problem must receive EQUAL playing time and play defense.
9. If a player arrives after the lineup has been turned in, his/her name must be added following the last name on the line-up card (do not write in a participants name if that person is not there).
10. There is no such thing as a pinch hitter in these leagues. Substitute runners are permitted only when an injury forces a substitution and must be the player batting immediately ahead of the injured player (on your line-up card) who is not him/herself on base at the time.
11. Unlimited substitution is permitted in all leagues (unless it violates the pitch count rules in the pitching leagues).
12. Parks and Recreation encourages all managers to rotate players from the infield to the outfield throughout the game. In the 3rd-4th grades, all players must have the opportunity to play every position at least once throughout the season (unless it is not safe for a child to play a certain position). No player may play the same position more than 3 innings in a game or sit the bench more than 2 innings in a game. 5th-12th grade players must play at least two infield positions and two outfield positions equally throughout the season.
13. Pre-game infield practice will be permitted only if the previous game was completed early and time is available prior to the scheduled starting time. In that case, time will be equally divided between the two teams, with the advance approval of the field supervisor or umpire.
14. The game will be called when the full time allotted in the specific league rules has elapsed. Game time begins when the umpire/coaches conference ends! If time has elapsed while an inning is in progress, the inning will be completed in its entirety unless the home team is ahead at the half-inning.
15. In 5th-12th grade, extra innings will be played until a winner is determined. In 3rd - 4th grade softball, every game will be played in its entirety or until the time limit expires.
16. Games which are tied at the end of the time limit or seven innings will be broken using the international rule. At the start of the next inning, the offensive team shall begin its turn at bat by placing the batter who completed the last "at bat" in the previous inning on second base.
17. In the event of weather or mechanical/electrical problems, four complete innings (3 ½ if the home team is ahead) or 50 minutes will be considered an official game for grades 5-12. For 3rd, 4th grades, three complete innings or 50 minutes will constitute an official game under the above circumstances. A game called earlier

for these reasons will be rescheduled in its entirety. There are NO suspended games!

18. In all leagues, a courtesy runner must replace the catcher as a base runner when there are two outs. This rule is designed to speed play. The courtesy runner cannot enter unless there are two outs. The courtesy runner must be the player batting immediately before the catcher on the line-up card who is not on base at the time the second out is made.
19. In leagues using a pitcher, if a player is on base and the team manager wishes to enter that player as pitcher when the opponent comes to bat, he may replace that base runner with the player batting immediately before him on the line-up card who is not on base at that time (the number of outs does not matter with this rule). The player leaving base must enter as the pitcher when that team returns to the field. This will help to ensure that an entering pitcher has had adequate time to warm-up properly.
20. Umpires will complete feedback forms regarding examples of both good and poor sportsmanship. If either a positive or negative feedback form is received by Parks and Recreation, the manager involved will be notified. If negative, he/she MUST respond before the team's next game - if he/she fails to do so, that game will be forfeited. If a second such report is filed on the same team, the manager/instructor must meet with the Recreation Program Supervisor and show good reason why he/she should be allowed to continue in the program.
21. The team at bat is responsible for retrieving all balls which leave the field of play and returning them to the umpire. Each manager/instructor should assign this task to a player or volunteer parent.

22. BLEEDING/BLOOD

A player or coach who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game or practice until appropriate treatment, including bandaging as necessary to prevent recurrence, has been administered. If medical care is needed, the player must terminate participation until the problem situation has been resolved! Uniforms should be cleaned with a 70% isopropyl alcohol solution for disinfecting skin and uniforms. If saturated, the uniform must be changed. All affected areas must be thoroughly cleaned before this individual is allowed to continue participating. All participants should bring extra shirt/pants/socks in the event that the umpire/field supervisor should determine that the participant must change before continuing to participate. Coaches/sponsors should acquire the cleaning kit that will be needed for their teams.

23. BASE RUNNERS CONTACT RULE

A runner must attempt to avoid a fielder who has the ball or is waiting to either catch a thrown ball or to make the tag. If, in the judgment of the umpire, the runner does not choose one of the four following options to avoid contact, the base runner will be called out: 1. Go around (staying within three feet left or right of the base line) 2. Go back 3. Stop and be tagged out, or 4. Slide. If, in the opinion of the umpire(s) the base runner maliciously ran into the fielder, the

runner will be called out and ejected from the game. If ejected, the player may serve a one game suspension depending on severity of contact. These decisions will be an umpire's judgment call.

24. Fielders Should Not Position Themselves In Any Baseline: Coaches should teach fielders to position themselves just outside the baseline until they have possession of the ball.

25. For All Grade Levels For Baseball & Softball Managers:

Please inform parents to not bring pets of any kind to the ball fields. While at the ball fields, your attention will be focused towards the participants, not your pets. This can create a potentially dangerous situation where pets may become nervous due to the loud noises or many young children and adults (whom your pets may view as strangers) constantly running/walking in and out of their area. If pets are brought to the ball fields, the Field Supervisor will be forced to ask you to remove them from the field area. Pets are allowed in the park areas only!



SPECIAL LEAGUE RULES PITCHING MACHINE LEAGUES

3rd & 4th Grade



1. Games have a 75 minute time limit.
2. Base distance is 60 feet.
3. The distance between the back point of home plate and the pitching machine will be 40 feet.
4. The offensive team continues to bat until three outs have been recorded or a team has batted. However, if three outs are not recorded, the number of batters a team may bat in a half inning is determined by the team with the largest numbers of players in their line-up (i.e. if team "A" has 11 players in their line-up and team "B" has 9 players, both will be allowed to bat 11 participants. Team "A" will only be allowed to bat each player once per inning. Both teams must also announce "last batter" to the umpire on their 11th batter).
5. Eleven (11) players will be permitted to play defense simultaneously. All regular positions must be filled and the two extra defensive players must play right-center and left-center fields. In all leagues, the outfielders must be positioned in an arc--short-fielders are not permitted. They must be in the grass.
6. The Jugs Junior Pitching Machine will be used. The ball used is the RIF 1 11" softball.
7. A defensive player must play the pitcher position.
8. A catcher in full equipment plays the regular catcher position.
9. One umpire will be provided by the Parks and Recreation Department. He/she will be positioned at the pitching machine and is responsible for 'feeding' balls into the machine. *Only Department personnel may adjust and feed the machine.*
10. The pitching machine cannot walk a batter.
11. The player in the pitcher position must be within one of the two triangles in the eight-foot circle at the mound when the ball is pitched. He/she may leave the designated area when the ball is hit.
12. Base runners may not leave their base until the ball is hit. Violation of this provision shall result in an immediate dead ball with the violator(s) declared out.
13. Stealing and advancing on passed balls or overthrows is not permitted.
14. The batter may not run on a dropped third strike.
15. One adult will be allowed in the outfield (behind the outfielders) to instruct players and one will be allowed around the home plate area to instruct batters (instruction to batter must not delay or slow the game pace).
16. If a batted ball hits the pitching machine, it remains in play unless it comes to rest near or beneath the machine so that the umpire considers its retrieval dangerous. In that case, the play will be declared dead with the batter being awarded a single and runners who are forced to advance doing so. If an untouched batted ball hits the machine and goes into foul territory before passing first or third base it is foul (if touched in fair territory by a fielder it is a fair ball).
17. The catcher returns missed balls to the pitcher who gives them to the umpire for

- the next pitch.
18. Bunting is not allowed.
 19. There is no infield fly rule.
 20. Slapping is allowed.
 21. Defensive timeouts are allowed only in the event of injury.
 22. Termination of Play: Time will be called when the ball enters the 8' circle - it does not have to be in possession of the pitcher or catcher. Base runners may not continue to advance (they are entitled to continue to the base they were approaching when the ball entered the 8' circle, but they must then stop at that base). If the pitcher or catcher attempts to make a play on a runner advancing to a base to which he is entitled, the ball is again in play and the base runner may continue her advance. The burden of play is on the runner; when the pitcher or catcher has the ball and the runner is not on base, the runner must make a move one way or the other. If the runner does not make a move, the umpire should call timeout and send the runner back to the previous base. If a team repeatedly delays the game by having runners remain stationary between bases, the umpire is empowered to call offending runners out.
 23. There is NO warm-up period between innings.
 24. A batter must be awarded first base if hit by a pitch unless he/she has swung, is in the process of swinging, or is hit while in the strike zone.
 25. Umpires will call strikes one and two, but a non-swinging strike three will be preceded by a warning to swing at the next good pitch. If final pitch is a foul tip, they will continue batting until they strike out or hit.
 26. If a pitching machine is inoperative, the game will be modified as follows: the coach of the team at bat will pitch to his own batters from the mound designated by the umpire/field supervisor. There will be no restrictions on his manner of pitching. Each batter will have a maximum of five pitches in which to hit a fair ball. Failure to do so will result in the batter being called out. There will be no bases on balls, but batters can strike out. The umpires will continue to call strikes on pitches which pass through the strike zone. Interference with a live ball by the pitcher/coach in any manner (hits or is touched by the coach/pitcher) will result in the ball being declared dead immediately and the lead runner called out.
 27. League standings will not be kept in the 3rd and 4th grade. Medals will be awarded to all participants.



5th-6th GRADE PITCHING MACHINE RULES

1. Games have a 75 minute time limit.
2. Base distance is 60 feet.
3. The distance between the back point of home plate and the pitching machine will be 40 feet.
4. A half-inning will retire after 3 outs or a team scores 6 runs. The pitching machine will only be used for the first 3 games of play.
5. Only 10 players are permitted in the 5th-6th grade league.
6. The Jugs Junior Pitching Machine will be used. The ball a RIF 10 11" softball.
7. A defensive player must play the pitcher position.
8. The pitching machine cannot walk a batter.
9. Base runners may not leave their base until the ball is hit.
10. Players may NOT advance on a passed ball/wild pitch. There is NO stealing. On overthrows to a base, players may advance one base.
11. The batter may not run on a dropped third strike.
12. If a batted ball hits the pitching machine, it remains in play unless it comes to rest near or beneath the machine so that the umpire considers its retrieval dangerous. In that case, the play will be declared dead with the batter being awarded a single and runners who are forced to advance doing so. If an untouched batted ball hits the machine and goes into foul territory before passing first or third base it is foul (if touched in fair territory by a fielder it is a fair ball).
13. Bunting is not allowed.
14. There is no infield fly rule.
15. Defensive timeouts are allowed only in the event of injury.
16. Termination of Play: Time will be called when the ball enters the 8' circle - it does not have to be in possession of the pitcher or catcher. Base runners may not continue to advance (they are entitled to continue to the base they were approaching when the ball entered the 8' circle, but they must then stop at that base). If the pitcher or catcher attempts to make a play on a runner advancing to a base to which he is entitled, the ball is again in play and the base runner may continue her advance. The burden of play is on the runner; when the pitcher or catcher has the ball and the runner is not on base, the runner must make a move one way or the other. If the runner does not make a move the umpire should call timeout and send the runner back to the previous base. If a team repeatedly delays the game by having runners remain stationary between bases, the umpire is empowered to call offending runners out.
17. A batter must be awarded first base if hit by a pitch unless he/she has swung, is in the process of swinging, or is hit while in the strike zone.
18. Umpires will call strikes on all pitches which pass through the strike zone, whether the batter swings or not. This rule will be strictly enforced after the first couple of games.
19. Standings are kept with t-shirts awarded to the champion coaches and players (head-to-head competition during regular season play may be used to decide league championships).

Attention 5th-6th Grade: Please refer to the live pitching information below after you have played your 3 scheduled pitching machine games.

5th-6th Grade Live Pitching Rules

SPECIAL RULES FOR LIVE PITCHING LEAGUES

1. The distance between the back point of home plate and the front of the pitcher's plate will be 35 feet.
2. A Manager or his/her representative may make only three trips into fair territory ("charged conference") in each game. On the fourth and each subsequent charged conference the coach must remove the pitcher from the pitching position for the duration of the game. In these leagues, removing a pitcher does not eliminate the charging of the conference.
3. The infield fly rule is NOT in effect.
4. An offensive team continues to bat until three outs have been recorded or a team has scored 6 runs.
5. Players may NOT advance on a passed ball or wild pitch. On overthrows to a base, players may advance one base. Stealing is not permitted.
6. Only one offensive timeout per inning is permitted.
7. Between innings, pitchers will be given no more than one minute to throw up to five warm-up pitches. Relief pitchers are permitted eight warm-up pitches on their first appearance in a game.
8. If a player is on base and the team manager wishes to enter that player as pitcher when the opponent comes to bat, he may replace that base runner with the player batting immediately before him on the line-up card who is not on base at that time (the number of outs does not matter with this rule). The player leaving base must enter as the pitcher when that team returns to the field. This will help to insure that an entering pitcher has had adequate time to warm-up properly.
9. Walks will not be allowed.
10. After a pitcher has thrown four balls to a batter, a coach from the batter's team will throw up to three tosses from the pitching area.
 - a. If the batter does not swing at any of the soft tosses, she is out;
 - b. if she misses on the swing, she will get three strikes total (including live pitching strikes);
 - c. if she hits the ball, she may advance as appropriate;
 - d. if she foul tips the last soft toss she may get another one.



SPECIAL RULES FOR LIVE PITCHING LEAGUES - 7th-12th Grade

1. Two umpires will be provided by the Department of Parks and Recreation. The home plate umpire will be responsible for line-up cards, while the base umpire will handle the score validation and pitch count cards.
2. We are using the National Federation's (High School) fast pitch rule, which allows the pitcher to step backwards to begin her motion.
3. The distance between the back point of home plate and the front of the pitcher's plate will be 40 feet for 7th-8th grade and 43 feet for 9th-12th grade.
4. Base distance is 60 feet.
5. We will use the 12" yellow fast pitch ball.
6. The offensive team continues to bat until three outs have been recorded or a team has scored 6 runs.
7. Ten players will be permitted to play defense for 7th-8th grade. The 'extra' player must play in the outfield and the outfielders must be employed in an arc alignment--short fielders are not permitted. Only 9 players are permitted in the 9th-12th grade leagues.
8. A manager or his/her representative may only make three trips into fair territory ("charged conference") in each game. On the fourth and each subsequent charged conference the coach must remove the pitcher from the pitching position for the duration of the game. In these leagues, removing a pitcher does not eliminate the charging of the conference.
9. Runners may leave the base when the ball leaves the pitcher's hand.
10. Leading off is NOT permitted in any league. Leaving early results in the offending runner(s) being called out and pitch dead.
11. Advancing on wild pitches and passed balls is permitted and may advance one base. Players can steal home.
12. Players may run on a dropped 3rd strike.
13. Bunting is permissible in all leagues.
14. The infield fly rule is in effect.
15. Only one offensive timeout per inning is permitted.
16. Between innings, pitchers will be given no more than one minute to throw up to five warm-up pitches. Relief pitchers are permitted eight warm-up pitches on their first appearance in a game.
17. As per high school rules, in all pitching leagues, once a batter has stepped into the batter's box, she may not leave the box with both feet (unless a timeout is called and granted by the umpire before stepping out). Violation of this rule will result in a strike being called.
18. Games which are tied at the end of the time limit or seven innings will be broken using the international rule. At the start of the next inning, the offensive team shall begin its turn at bat by placing the batter who completed the last "at bat" in the previous inning on second base.
19. Standings are kept in all live pitching leagues with t-shirts awarded to the championship coaches and players (head-to-head competition during regular season play may be used to decide league championships).